

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A training simulation method for training personnel, the method including:
providing a simulated scenario to personnel, the scenario progressing in
5 scenario time, and the scenario including a stage provided in real time, the
stage including a plurality of simulated events provided in a sequence in real
time at predetermined scenario times within the scenario; and
receiving responses to events from the personnel.
- 10 2. A method according to claim 1, wherein the simulated events include
information describing the nature of the simulated event.
3. A method according to claim 1 or claim 2, wherein at least one of the
simulated events includes at least one variable, each variable providing at least
15 one parameter of the scenario.
4. A method according to claim 3, wherein the parameter is one chosen
from the group consisting of: time of the event within the scenario, urgency of
the event, suggested response to the event, and correct response to the event.
20
5. A method according to claim 3 or claim 4, wherein at least one variable
of at least one of the plurality of events is at least partially determined by at
least one response from the personnel to a previous event in the sequence.
- 25 6. A method according to any one of claims 3 or 4, wherein at least one
variable of at least one of the plurality of events is not determined by any of the
responses from the personnel to any previous event in the sequence.
7. A method according to claim 6, wherein none of the plurality of events is
30 determined by any of the responses from the personnel to any previous event in
the sequence.
8. A method according to any one of the preceding claims, including a
plurality of stages, each representing a different period of scenario time, the

events within each stage being provided in real time, the scenario time within the scenario being discontinuous between stages in the scenario.

5 9. A method according to any one of the preceding claims, wherein the scenario includes a plurality of different roles, events within the scenario being assigned to at least one role, and events assigned to each role being provided to different personnel concurrently.

10 10. A method according to claim 9, wherein each role within the scenario provides a different combination of the plurality of events from the scenario.

15 11. A method according to any one of the preceding claims, further including providing an application simulation of a software application or hardware device within the scenario.

12. A method according to claim 11, further including receiving personnel responses in a manner authentic to the software application or hardware device.

20 13. A method according to any one of the preceding claims, wherein the responses from personnel are recorded together with the scenario time of each response within the scenario.

25 14. A method according to claim 13, further including evaluating the responses from the personnel after provision of the plurality of events.

30 15. A method according to one of claims 13 or 14, further including automatically conducting a comparison of the recorded responses with predetermined model responses to thereby provide an evaluation of the responses.

16. A method according to claim 15, wherein the comparison is conducted after the provision of the plurality of events.

17. A method according to any one of the preceding claims, further including providing an output of the responses for review by an assessor, and recording the assessor's evaluation of the responses.
- 5 18. A method according to any one of claims 14 to 17, further including certifying the personnel as meeting a predetermined level of competence, based on a comparison of the evaluated responses with at least one predetermined grading level.
- 10 19. A method according to any one of the preceding claims, further including creating the plurality of events to be executed in a predetermined sequence at predetermined times according to scenario time within the scenario to produce a scenario.
- 15 20. A method according to any one of the preceding claims, further including defining variables relating to the events provided to the personnel.
- 20 21. A method according to claim 5 or any claim dependent thereon, wherein the sequence of events is determined based on previous responses to events.
22. A method according to any one of claims 1 to 20, wherein events are provided in predetermined sequence.
23. A method according to any one of claims 1 to 20, wherein events are
25 created by personnel during the scenario.
24. A computer readable medium, including computer readable code for controlling a computer to carry out the method of any one of claims 1 to 23.
- 30 25. A system for providing a training simulator for training personnel, the system including:
a processor; and
a storage medium, storing processor readable instructions for controlling the processor to carry out the method of any one of claims 1 to 23.

26. A method of designing a training scenario for provision for training personnel, the method including creating a plurality of events to be executed in a predetermined sequence at predetermined times according to a clock within the scenario, to produce the scenario to receive responses from personnel thereto, assigning a time for each of the events to occur within the scenario, and storing the designed scenario.

27. A method according to claim 26, wherein the plurality of events are created by defining a description of each event for provision to personnel, together with a plurality of variables defining effects of the event on the scenario.

28. A training simulation system for training operational service unit personnel, the system including:

a timing component to provide a real time clock, giving scenario time within a scenario, and time stamps according to that clock;

a scenario simulating component to provide a simulated scenario to personnel, the scenario including a stage including a plurality of simulated events to be provided in a predetermined sequence in real time at predetermined scenario times according to the clock; and

an input component to receive personnel responses to the events.

29. A system according to claim 28, further including a recording component to record the responses from the personnel together with time stamps from the timing component corresponding to the scenario times of responses according to the clock.

30. A system according to claim 28 or 29, wherein the scenario simulating component is arranged to provide the simulated event for display to the personnel.

31. A system according to any one of claims 28 to 30, wherein the events include a description of the simulated event.

32. A system according to any one of claims 28 to 31, wherein the events include variables, each variable providing at least one parameter of the scenario.

5

33. A system according to claim 32, further including a processing component to process at least one of the responses and at least partially determine at least one variable in at least one subsequent event in the sequence on the basis of said response.

10

34. A system according to any one of claims 28 to 33, further including an application simulation component to provide a simulation of a software application or hardware device.

15 35. A system according to claim 34, wherein the input component is arranged to receive personnel responses input in a manner authentic to the software application or hardware device.

20 36. A system according to any one of claims 28 to 35, further including a storage component to store instructions to produce the series of events of a simulated scenario in real time according to the clock.

25 37. A system according to any one of claims 28 to 36, wherein the scenario simulating component is arranged to provide a plurality of stages, each representing a different period of scenario time, the events within each stage to be provided in real time, and a discontinuity of scenario time to be provided between different stages.

30 38. A system according to any one of claims 28 to 37, wherein the components are provided on a computer, laptop, palm held device or other similar computing device.

39. A system according to any one of claims 28 to 38, wherein the scenario simulating component is arranged to provide the plurality of events to a plurality

of personnel concurrently, according to one or more roles assigned to each event and the personnel.

40. A system according to any one of claims 28 to 39, wherein the scenario
5 simulating component provides a virtual scenario to the personnel.

41. A system according to any one of claims 28 to 40, further including an
evaluating component to facilitate evaluation of the responses from the
10 personnel after provision of the events.

42. A system according to claim 41, wherein the evaluating component is
arranged to provide a comparison of the real time responses with
predetermined model responses and thereby to provide an evaluation of the
15 real time responses.

43. A system according to claim 41 or claim 42, wherein the evaluating
component is arranged to provide an output of the real time responses for
review by an assessor, and is arranged to provide a means of recording the
20 assessor's evaluation of the responses.

44. A system according to any one of claims 41 to 43, further including a
certifying component to certify the personnel as meeting a predetermined level
of competence, based on a comparison of the evaluated responses with at least
25 one predetermined grading level.

45. A training simulation system for training operational service unit
personnel, substantially as hereinbefore described with reference to the
accompanying drawings.

30 46. A training simulation method for training operational service unit
personnel, substantially as hereinbefore described with reference to the
accompanying drawings.